

CHILD-BASED STORYTELLING ENVIRONMENT

ABSTRACT OF THE DISCLOSURE

5 A computer based system for children includes at least one scenario that creates a psychological profile for a particular one of the children based upon the psychological characteristics of the child as a result of interaction with the child or the game. The game modifies
10 the scenario for the child based upon the psychological profile.

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$$\begin{array}{ccccccc} \{f^{(1)}_1\} & \{f^{(1)}_2\} & \{f^{(1)}_3\} & \{f^{(1)}_4\} & \{f^{(1)}_5\} & \{f^{(1)}_6\} & \{f^{(1)}_7\} \\ \{f^{(2)}_1\} & \{f^{(2)}_2\} & \{f^{(2)}_3\} & \{f^{(2)}_4\} & \{f^{(2)}_5\} & \{f^{(2)}_6\} & \{f^{(2)}_7\} \\ \{f^{(3)}_1\} & \{f^{(3)}_2\} & \{f^{(3)}_3\} & \{f^{(3)}_4\} & \{f^{(3)}_5\} & \{f^{(3)}_6\} & \{f^{(3)}_7\} \\ \{f^{(4)}_1\} & \{f^{(4)}_2\} & \{f^{(4)}_3\} & \{f^{(4)}_4\} & \{f^{(4)}_5\} & \{f^{(4)}_6\} & \{f^{(4)}_7\} \\ \{f^{(5)}_1\} & \{f^{(5)}_2\} & \{f^{(5)}_3\} & \{f^{(5)}_4\} & \{f^{(5)}_5\} & \{f^{(5)}_6\} & \{f^{(5)}_7\} \\ \{f^{(6)}_1\} & \{f^{(6)}_2\} & \{f^{(6)}_3\} & \{f^{(6)}_4\} & \{f^{(6)}_5\} & \{f^{(6)}_6\} & \{f^{(6)}_7\} \\ \{f^{(7)}_1\} & \{f^{(7)}_2\} & \{f^{(7)}_3\} & \{f^{(7)}_4\} & \{f^{(7)}_5\} & \{f^{(7)}_6\} & \{f^{(7)}_7\} \end{array}$$